

ABSTRACT

A method and a device for timing the processing of data packets, which method comprises receiving a data packet that is part of a data burst, storing the received data packet in a memory (53), taking the data packet from the memory after a play-out delay from the moment the data packet was received, calculating a value for the play-out delay with which value, of the n temporally last data packets only m pieces would have failed to be received if the initiation of the processing of the data bursts comprising the data packets in question had been delayed for the duration of said play-out delay, where n and m are natural numbers, and transferring the data packet from the memory to processing means (38) on the basis of a response obtained from a clock (54) of the reaching of said play-out delay value from the moment the data packet was received.

(Figure 5)

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